

Ability Scores	
<b>Strength (STR)</b>	Melee ATK   Physical Strength.
<b>Dexterity (DEX)</b>	Ranged ATK   Hand Skill
<b>Agility (AGI)</b>	DEF rolls   Climbing, Moving
<b>Constitution (CON)</b>	HP   Overall Health
<b>Wits (WIT)</b>	Initiative   Sharpness of mind
<b>Intelligence (INT)</b>	Arcane SPL   Knowledge, Logic
<b>Willpower (WIL)</b>	Divine SPL   Mental Fortitude
<b>Charisma (CHA)</b>	Witchcraft   Force of personality
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<b>Hit Points (HP)</b>	HD + CON + WIL
<b>Defence Rating (DR)</b>	Add to DEF rolls

Magick	
<b>SPL Roll</b>	<i>DC10+SPL Level</i> . If fail, can't cast same spell until rest
<b>Focusing</b>	Reroll SPL if take DMG or similar. Lose focus on fail.
<b>Learn Arcane</b>	<i>DC10+SPL Level</i> /INT check. 1 per day
<b>Learn Divine</b>	Must be Devoted. 100gp per SPL level.
<b>Learn Witchcraft</b>	<i>DC10+SPL level</i> /WIL or gain 1d4 CP

Critical Hit Location (d100)	
01-39	Leg
40-59	Off-Arm
60-79	Main Arm
80-99	Body
00	Head

Advancement	
<b>Level Up</b>	100 x Level XP
<b>HP Increase</b>	Roll HD x level. If the total is higher than base HP, increase.
<b>Score Increase</b>	Roll d20 for each score. If higher, raise by 1

Criticals	
<b>Crit. Fail</b>	Weapon breaks, spells backfire
<b>Crit. Success</b>	Double Damage or effect
<i>Target suffers an injury after critical hit.</i>	

Races (d100)			
Roll	Name	HD	Bonus
1-84	<i>Human</i>	d6	Extra talent or +2
85-94	<i>Dwarf</i>	d8	+2 CON & Max HP
95-99	<i>Wood Elf</i>	d6	+2 to Ranged ATK
00	<i>High Elf</i>	d6	+2 to SPL Rolls
<i>If chosen randomly, gain 50xp at start</i>			

Currency		
1 Gold (G)	20 Silver (S)	240 Brass (B)
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Combat	
<b>Melee ATK</b>	d20+STR
<b>Ranged ATK</b>	d20+DEX
<b>Defence (DEF)</b>	d20+AGI against ATK
<b>Momentum (M.)</b>	+1 to a roll, stacks
<b>Gain M. (All)</b>	Succesfull ATK, SKL etc.
<b>Lose M. (All)</b>	Fail opposed roll, gain condition, suffer damage, skip fighting etc.
<b>Advantage</b>	Roll 2 times, take highest

Gameplay	
<b>Advantage (Adv.)</b>	Gain +1 bonus on a roll
<b>Dice Adv.</b>	Roll 2 times, take highest.
<b>Corruption Point (CP)</b>	Gain mutation. Max CON + WIL
<b>Dark Dice (d6)</b>	Add to ATK, DEF, DMG, SPL, SKL rolls or reduce d6 incoming DMG.
<b>Death</b>	At 0HP, 1d4+CON. DC15 INT to stabilize. Insta-death if -CON score HP.
<b>Distances</b>	<i>Close</i> : 5ft, <i>Near</i> : 30ft, <i>Far</i> : 60+
<b>Fate Point</b>	Defy odds, Dont die.
<b>Resting</b>	Roll HD your level times

Armor		
Type	Bonus	Weight
<i>Light</i>	+1 DR	1
<i>Medium</i>	-1 DMG	2
<i>Heavy</i>	-1 DR, -3 DMG	3
<i>Shield</i>	+2 DR	2

Weapons (WPN)		
Type	Damage	Weight
One-Handed	d4, d6, d8	1
Two-Handed	d10-d12	2
Light Ranged	d4, d6	1
Heavy Ranged	d8, d10	2
<b>Improvised weapon (1d4-1): 1:6 chance to break.</b>		
<b>Firearms: Misfire on 1, Force moral check each shot.</b>		
<b>Reloading: Skip moving to reload</b>		

